

CLAIMS

- 1 1. A multiplayer electronic entertainment system, comprising:
- 2 a *simulator* style device;
- 3 a plurality of *video game* style devices arranged in
- 4 proximity to said *simulator* style device, and
- 5 network means including a network switch to electrically
- 6 connect said *simulator* style device to each of said
- 7 *video game* style devices.
- 1 2. The multiplayer electronic entertainment system of claim 1
- 2 including a game computer connected electrically to said
- 3 network means, and a tracking computer connected electrically
- 4 to said network means.
- 1 3. The multiplayer electronic entertainment system of claim 2
- 2 wherein said plurality of *video game* style devices are
- 3 arranged in approximately a circle arrangement around said
- 4 *simulator* style device.
- 1 4. The multiplayer electronic entertainment system of claim 3
- 2 wherein said plurality of *video game* style devices are
- 3 oriented with their screens facing away from the center of the
- 4 circle, whereby both the *video game* screens and the *simulator*
- 5 style devices are viewable by onlookers.

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- 1 5. The multiplayer electronic entertainment system of claim 4
2 wherein said *simulator* style device is physically elevated
3 whereby the view of said unit to players and onlookers is
4 enhanced.
- 1 6. The multiplayer electronic entertainment system of claim 4
2 wherein the *simulator* style device includes a three-degree of
3 freedom motion base.
- 1 7. The multiplayer electronic entertainment system of claim 6
2 wherein each of said *video game* style devices includes a
3 29 inch cathode ray tube display and a 15 inch LCD touchscreen
4 display.
- 1 8. The multiplayer electronic entertainment system of claim 4
2 additionally comprising a fence between said *simulator* style
3 device and said *video game* style devices.
- 1 9. The multiplayer electronic entertainment system of claim 6
2 wherein the *simulator* style device includes two player seats.
- 1 10. The multiplayer electronic entertainment system of claim 9
2 wherein said *simulator* style device includes two wide area
3 collimating displays.